#20

DANGEROUS Waters™

The Official Source for GameShark codes™

GameSharkCodes GameReviews GameTips Merchant Marina

codeboy's rant

Mmmm, last minute changes are my favorite. I've had a few different forwords for this issue written, but due to hard drive failure, network problems and back-seat editing I seem to have lost them all in one way or another. So at this point I'm left with nothing to present you in print, I'm completely dry. But what I can do is give you directions to my house so that you may stop by for some personal, one on one abuse from me.

If you happen to be in the Baltimore area take 83 South from the beltway until you reach the Cold Spring exit, I don't recall the exit number, but if you can read there should be minimal confusion at best. Once on the exit ramp bear to the left and take Cold Spring in an East-wise fashion, and watch out for the people at the bus stop, they sometimes like to walk out into the street for no good reason. Take a left onto Falls, oops, a right onto Falls Road, sorry. And if you happen to be low on fuel this may be a good point to gas up with the plethora of fueling stations at this intersection. So, after you make the right onto Falls Road you'll need to go down about a mile. You'll most likely pass an elderly gentleman, just beyond the McDonalds, that is leaning on his cane and flagging/waving to cars. I'm not sure what his deal is but he's there most every day. Also, not much beyond the waving man will be a bearded man in a wheel chair, stay the hell away from him, I don't trust him one bit.

Now that you've past these two fine citizens take a left after the 7-11. This is known as "The Avenue." The "Avenue" of what I'm just not sure, possibly of teenage mothers or overpriced antiques, your choice. So continue on until you reach Elm and hang a right. Follow this to the bottom, hang a left and I'm the third house in on the right. Be sure and drop by at a semi-reasonable hour, and keep in mind that I actually do work at an office during the day. So try and stop by in the evening, say after seven, and feel free bring food for the grill, as it is usually going after eight. Oh, and the old man that sits at the bench on the corner, you'll need either avoid him completely or speak up, he's quite hard of hearing, but fairly interesting. On the off chance that I'm not home be kind to my roommate and politely ask him for directions to the Rendezvous Lounge, which is most likely where I am, and if not a fine spot for a drink anyway. Argg, well crises are calling and I must be off, but be sure to stop by for your personal Rant. Any night should be fine except Tuesday, that's league bowling night down at White Trash Lanes, gotta do something in my off time.

-CodeBoy

AH...NOTHING LIKE THE PEACE AND QUIET OF HOME.

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THE MAGNIFICENT ONE

"Awesome Award" Winner - Nintendo Official Magazine

"...easily the best Duke Nukem game yet" - N64 Pro

"Duke delivers the best action since Goldeneye 007" - Nintendo Power

DUKE NUKEM™ ZERØ HØUR™

AVAILABLE NOW

4MB Expansion Pak ™ and Rumble Pak ™ compatible!

Giant 32MB game! Kick ass in 22 levels and 4 time periods!

Make 27 enemies and 8 bosses wish they had stayed home!

Multiplay up to 4 people on 14 levels, with 29 skins and 4 game modes.

MATURE
M
CONTENT RATED BY ESRB

MATURE
ANIMATED VIOLENCE
ANIMATED BLOOD AND GORE
For information on this product's rating, please call 1-800-771-3772

SOUNDTRACK AVAILABLE ON RED INTERACTIVE RECORDS.
www.duke-nukem.com

EUROCOM ENTERTAINMENT SOFTWARE

NINTENDO 64

3D REALMS
www.3drealms.com

GT Interactive Software
www.gtgames.com

Need a hint? Call 1-900-225-5248 (95¢ per minute $1.95 for fax back maps) Must be 18 years of age or older or have parents permission to call. Touch tone phones only. Duke Nukem™ Zero Hour™ © 1999 3D Realms Entertainment. All Rights Reserved. Developed by Eurocom Developments, Ltd. under sublicense from GT Interactive Software Corp. under license from 3D Realms Entertainment. Published and distributed by GT Interactive Software Corp. GT and the GT Games Logo are trademarks and the GT Logo is a registered trademark of GT Interactive Software Corp. 3D Realms Logo is a registered trademark of 3D Realms Entertainment. Eurocom and the Eurocom Logo are trademarks of Eurocom Developments, Ltd. Nintendo, The Official Seal, Nintendo 64 and the 3-D "N" Logo are trademarks of Nintendo of America Inc. © 1996 Nintendo of America Inc. All other trademarks are the property of their respective companies.

editor's note

Well, well, well we meet again. Ever since the release of the GameShark Pro people have been knocking down my door asking me if they can join InterAct's hacking squad. "Can I hack codes for you, Dan?" "Can I be the next CodeBoy, Dan?" "Can I eat your yams, Dan?" I always respond "Not until you eat my sandwich!"

Now that we've released the GameShark Pro, all you little "hackers" out there think you can crack codes better than our beloved CodeBoy. Acting all tough and such, you think you can outsmart the MAN, eh? Never underestimate the darkside...of Wisconsin! You can never truly understand the power of...ahhh forget it!

I mean c'mon, CodeBoy is in the dungeon 24-7 hacking codes until his knuckles bleed. All right, all right so it's not a full fledged dungeon. It's more like a bathroom with chains, whips and leiderhosen-amongst other pain inducing devices. No normal person in their right mind could possibly hack codes as long as CodeBoy before blowing a gasket. No one and I mean no one can do it like CodeBoy! That's all I have to say about that.

On a different note, the response to all the changes we've made to Dangerous Waters has been overwhelming to say the least! We always appreciate positive feedback. THANK YOU! We're not done yet! Over the next few issues you will see many new features, articles and, of course CODES! We'll have interviews with industry leaders, programmers' cheats, hot new InterAct products at discounted prices for subscribers only and, of course, CODES! (Man, I love caps lock!) Our Dangerous Designs Art Contest is going great! Keep sending in your fantastic artwork! A grand prize (DexDrive for PlayStation® or Nintendo® 64) winner is picked for every issue, as well as three runners-up (GameShark tee shirts).

BTW: Little Timmy told me "Some of our subscribers might have some great feedback we can use to improve our magazine." So I said "Shut-up and get back to work you little ba..." I think you know where that conversation was going. So anyway, if you have any question, comments, gripes and/or suggestions please send e-mail to any of the following addresses:

Editor (Dan Ullmann): editor@gameshark.com
CodeBoy: codeboy@gameshark.com
Little Timmy: timmy@gameshark.com
Kato: kato@gameshark.com

My fingertips hurt!
ABUSE THE POWER!

Dan Ullmann, III

Mailbox

The Voice of GameShark Fans.

I am writing regarding two things. First, about your last letter in issue #17. A while back I researched the 4th dimension. It has nothing to do with neither time nor space. The 4th dimension is like the 2nd and 3rd dimensions in the sense that it is viewed as a geometrical object. 4th dimension objects are in the form of hyper-cubes and hyper-pyramids. These objects seem to defy the eye's perception. OK enough about that, on to what you guys are all about. How do you play import and back-ups on the PlayStation? Well, keep up the good work guys.

-Weston
Dedham, MA

We use a modified PlayStation to play imports in the office. As for playing back-ups, it will do that too but we do not condone or encourage the use of back-ups at all. That boils down to piracy (basically, stealing games).

-Kato

I love the new GameShark Pro! My question is within the realm of the Code Generator. Most game codes require the first 4 code numbers to be specific (8008 or 8001 and the like). The Code Generator has thousands of numbers, but there must be a rational way to find the codes for 'Infinite Health' and 'Infinite Lives.' Those are very important codes for game players.

-Phillip
Scottsville, KY

Well, it all depends on how a programmer decides to program the game he is creating. Each one will set up 'Health' and 'Lives' a different way. They do not need to keep it in a certain area of memory. You just need to keep looking around and narrowing down your search to find the codes you are looking for. Hacking, like anything else, requires practice and experience, before you can say you are a proficient hacker.

-Kato

Got a question? We'd like to hear from you. Send your letters to: Dangerous Waters Mailbox, 10999 McCormick Road, Hunt Valley, MD 21031 email: codeboy@gameshark.com or kato@gameshark.com

Dangerous Designs

Each issue we'll be picking one piece of reader art as the winner of our Dangerous Designs Reader Art Contest. Each winner receives a cool InterAct DexDrive. If you think you got some artistic skills, send your orginal, game related artwork to the address on the back Attention: Dangerous Designs Issue 21. Be sure to include a mailing address. Entries will not be returned. Hurry, the next issue is just around the corner!

This issue's winner: **Jose Diaz, Cudahy, CA**

Runner-up: **Steven Lindquist, Lincoln ME**

Runner-up: **Kurt Sedei, Johnstown, PA**

Kato's Game Reviews

An unbiased look at what's hot and what's not.

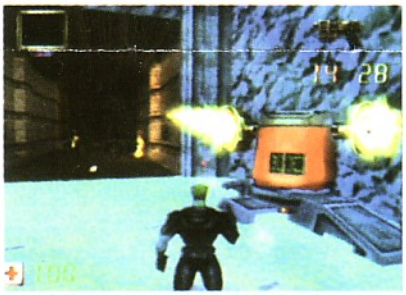
DUKE NUKEM ZERO HOUR

Title: Duke Nukem-Zero Hour **# of Players: 1-2**
Developer: GT Interactive **Difficulty: Moderate**
Publisher: Konami **Available: Now**
Format: Cartridge

Duke Nukem is back on the NINTENDO® 64 with a vengeance in Zero Hour. The aliens are traveling through time and it is up to Duke to save mankind from total annihilation.

This game takes a cue from Tomb Raider with its over-the-shoulder third person view. This is a departure from the standard first-person view, that is the norm for the Duke Nukem series. A red dot appears on the screen to display where Duke is looking/aiming his weapons. Also, there is a feature that will allow Duke to lock on a target that is in range and in his field of view.

The levels are big, so be prepared to run around. Also, look everywhere; you never know where you might find a vent that will lead to a secret area with weapons, health, and maybe a babe that you have to rescue.



Ready, Aim-join in on Duke's latest alien adventure.

With Duke around, who needs a man in black.

Control is much like the Turok series. You look/aim with the analog stick while you move Duke about with the C-buttons. This may take a little getting used to so be prepared for a small learning curve. Weapons and items are selected with the D-pad and used with the Z trigger (weapons) and the R button (items).

One thing that I did miss was save points. Only being able to save at the end of the level can get very annoying, particularly if you have a hard time with a certain area and Duke gets killed and then you need to start the level over again. Being able to start where Duke was killed or having checkpoints would be a major improvement.

All in all, Duke Nukem: Zero Hour is a very fun game, especially if you are a Duke Nukem fan. Now if they could get Bruce Campbell to do the voice for Duke.

DRIVER

Title: Driver **# of Players: 1-2**
Developer: GT Interactive **Difficulty: Moderate**
Publisher: Konami **Available: Now**
Format: CD

Through a twist of fate, our office received a copy of GT Interactive's soon to be released driver...uhh...Driver. This will become one of the all time great games on the PlayStation®.

Your character is an undercover cop that has gotten a job as the wheelman for a local gang. It is up to you to out run the fuzz and make the getaway. It is much easier said then done. In the heat of the night trying to avoid being caught by the Miami vice, to the streets of San Francisco; from LA trying to avoid a high incident, to New York and trying to avoid the hill street blues and ending up in night court as the police round up the usual suspects.

The police in this game are relentless. They will try to destroy your car no matter what damage is done to their own vehicle. There are many of them and only one of you. It should be pretty obvious who has the advantage.

But, in addition to driving around on the accurate maps GT Interactive has made for this game, you can also direct your own chase sequence based on your escapes. You can set the camera wherever you want and cut to any of them anytime. The game itself will also handle the action for you if you just want to view a playback without all the fuss of doing it yourself.

A game of cat and mouse, anyone?

You're the wheelman, so let's get rolling.

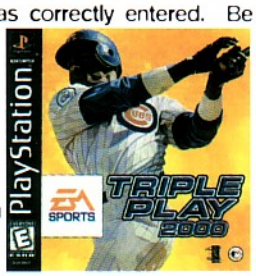
This is an extremely impressive title and absolutely blows Grand Theft Auto away. Look for Driver to hit store shelves in July.

GameTips & Tricks

Conquer worlds. Regain strength. Subdue the enemy.

Triple Play 2000

EA Dream Team: Start a single player game and at the team select screen press left, right left, right, left, right, left, right, left, right, left, right. A sound will acknowledge that the code was correctly entered. Be prepared, some of these guys look very weird.



Home Run: While at bat press and hold L1+L2+R1+R2 while you press triangle, square, triangle, circle, X, square, left, right, A thump will confirm that the code was entered correctly.

Strike Out: While pitching press and hold L1+L2+R1+R2 while you press up, down, triangle, square, triangle, circle, X, square.

Need For Speed: High Stakes

Cop Code: This code allows you to race any unlocked cop car on any track. Go to the Game Option Screen and select User Name Option. Enter NFS_PD as the name.

Rogue Squadron

Fly Naboo Starfighter: To access the fighter, type 'HALIFAX?' as the Passcode, select Enter Code, then type in '!YNGWIE!' and select Enter Code again.

The i-Files

An In-Depth Look At New Devices From InterAct.

Boy Makes It To The Pros

Announcing the release of Game Boy GameShark Pro

This fall Game Boy® gamers everywhere get a chance to act like a pro with Game Boy Game Shark Pro. And this completely updated and revised GameShark Pro is sure to take you to whole new level of portable video game excitement.

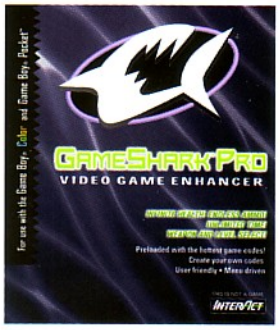
This latest incarnation of the "ultimate game enhancer" gives you the power to create your own codes using a built-in code generator. Now you don't have to wait for codes to be published in a magazine or go surfing aimlessly across the "Net". Using a few simple steps, you can hack your own codes for infinite health, unlimited ammo or just about anything you can imagine!

And after you've hacked the day away, Game Boy GameShark Pro's internal memory has the ability to store the codes you've create plus dozens more. Specifically, the unit can store up to twenty-five codes in memory, even when the power is turned off!

Additionally, there's a new menu display that utilizes cool icons, a cheat code transfer feature that allows you to transfer codes from GameShark to GameShark using a link cable and a cartridge identification feature, where you can view a game credits (i.e. designers, producers, etc.)

And just like GameShark, GameShark Pro still comes preloaded with the hottest Game Boy cheat codes around. So, to coin a new phrase, "Let's get hacking!"

Many dream of making it to the Pros, but Game Boy GameShark Pro actually does it.



What Dreamcast Accessories May Come

A first look at InterAct's offerings for Sega's new system

Dreamcast? Is This Some Sort of Non-Plaster, Comfortable Splint? Well it's almost that time, or possibly it is that time, depending on when you're reading this. I am, of course, talking about back-to-school time. And what signals back-to-school more vividly than the launch of Sega's Dreamcast? And what kind of accessory company would we be if we didn't have some top-notch controllers and devices hitting shelves with this new machine? No need to answer, we have this covered. Now, we shall look at the aforementioned devices...

Quantum FighterPad

First off, it's the controller of controllers, the Quantum Fighter Pad. The most notable and handy feature with this controller is the use of 6 fire buttons on the face, along with the two shoulder triggers. This will, no doubt, come in handy with all them fightin' games y'alls love so much. You also get Full Programmability, Auto-Fire and dual VMS/RumblePak slots, rounding out the package. The ergonomic, contoured shape makes the Quantum Fighter Pad a pleasure to hold for long periods of time.

If you don't need all that fanciness, we offer the Performance branded AstroPad. This controller has all the features of the first party controllers, yet features a larger, more contoured shape and Auto-Fire. You'll also find the AstroPad in a fine assortment of four colors (Green, Blue, Red, Black).

Radius RacingPad

The Radius RacingPad, what can we say about this one? The right arm of this cool controller is used as an analog steering controller with a 60 degree turning angle, and is dead-on accurate. When tackling the other genres, the right arm locks in place, giving you a very stylish, very comfortable game pad. The grips are made from rubber for more comfort to be discovered.

StarFire LightBlaster

It's fun to shoot things with the StarFire LightBlaster! On screen, of course. This is a gun controller. Using this gun controller is the only way to really get the most out of your shooting games. That's all.

Alloy Arcade Stick

With the Alloy Arcade Stick, no one can beat you! Unless, of course, they're better than you at the game. We offer an all-metal base, sporting some heavy-duty buttons and a heavy-duty joystick. This is the only way to play fighting games for that real arcade experience. You get Auto-Fire, padded hand rests, a die-cast metal cabinet, visual memory card Slot, rubber feet for stability and programmability. That's a lot of gets, there.

Along with this list of incredible controllers, we're bringing a line of memory cards, RumblePaks, VMS units, cables and adapters and some other stuff with special features and functions that we can't get into, just yet. Look for this stuff soon, and when you see it, buy it.

InterView

There's only one guy in this world who can put the Alien Butt Kicker in check, Duke Nukem Producer Rick Raymo. Read along as Dan Ullman chats with him about Duke, games and Richard Simmons.

Dangerous Waters: Where are you from?

Rick Raymo: I grew up in Newfane, Vermont (the seat for Windham County). The Town Meetings rocked. Current population-1,555, and that includes (within the township) the villages of Brookline, Williamsville, South Newfane, and Newfane. Small place. I was very lucky to grow up with a father who owned a building supply business. Some lumber company sent him an Atari Pong unit in '73 as a spiff (sell enough board-feet and you get this strange electric thing from Nolan Bushnell) and my life changed permanently. Instead, this very day, I might be tendin' the cows (pronounced Ka-ows), an' avoidin' flatlandahs them touch-holes. Truthfully, I love and miss the state of Vermont, but the game-related jobs up there probably deal with sheep, Ben and Jerry's, and Phish. Check for yourself: http://www.vermont.com I'd imagine only about half of the state (say two-hundred thousand. of them) even know who Duke Nukem is though. The rest would guess that he's that complete touch-hole (the previous word is Vermonter for painful-red-anus) down in Louisiana they've heard about.

DW: When did you get started with 3DRealms and GT?

RR: I was a game reviewer, editor, freelancer, and strategy guide writer for years. Then I decided to stop complaining about games and try to do better myself. It is/was harder and more fun than it looked! I've been at this gig for about four years now...happily producing for GT with Apogee/3DR for 3 and change.

DW: How long have you been playing their games?

RR: Good Times Interactive put out Richard Simmon's Deal-a-Meal back in...? Bet you can't wait to get your hands on that one. Apogee, er, dating myself here, since the days of Kroz...when the heck was that? '87? '88? Hey, Scott? Wanna answer this for me? [The following is a message from Scott Miller, founder of Apogee Software, inductee (or was that abductee?) into the Shareware Hall of Fame, and author of Kroz.] *"Kroz first appeared in '87. Written in Turbo Pascal v.3 on a real 8086 IBM PC, without a hard drive!" —Scott "I can spell Zork backwards" Miller, gaming legend.* Great game. It is a text adventure. Play it.

DW: Were you involved with the entire Duke Nukem series?

RR: Yes. I played the first three like crazy. I got so involved with them that my wife thought I was a lunatic. But, um, your question meant—did I work on any of the first three? Nope.

DW: What then has been your involvement with Duke Nukem?

RR: I had the responsibility for coming up with the name Plutonium Pak (add-on for Duke Nukem 3D), and then pitching it to 3DR. That was the first title I produced for GT with

Duke Nukem Producer Rick Raymo knows you keep your friends close and Duke Nukem even closer.

3D Realms. After an appropriate retail interval, we bundled it together with the original and I named (with their and GT's kind permission, of course...grin) the result Atomic Edition. I've worked with Scott Miller/George Broussard, and their crews/brands (Apogee, 3D Realms and Pinball Wizards) on producing their titles for GT ever since. Let's see, Duke was in: Death Rally PC (great little game!!!!) from Remedy/Apogee/GT; Shadow Warrior PC 3DR/GT; Duke Nukem 64—Eurocom/3DR/GT; Duke Nukem: Total Meltdown PSX Aardvark/3DR/GT; Balls O' Steel PC Wildfire/Pinball Wizards/GT; various bundles like Kill-A-Ton (named it...grin), and so on up to most recently finishing Duke Nukem: Zero Hour Nintendo® 64 Eurocom/3DR/GT. There were various and sundry add-ons done by others that I had to oversee sorta, but that's about it.

DW: Which one would you say had the most depth and playability?

RR: Duke Nukem: Zero Hour for the Nintendo® 64! Why...cuz we've all learned a great deal over the years. Beyond that, George Broussard and Keith Schuler (3D Realms president, and Level Designer Extraordinaire) helped hugely as Feces Filters and Balance-types by the time I was too close to the project to know anymore. When you have that kind of backstopping, you just can't lose. But Zero Hour is only gonna hold that title as the deepest and most playable Duke game until this little game we're working on called Duke Nukem Forever comes out. That one is going to blast like an x-ray on past everything else that came before it. You heard it here first. [A more moderate tone resumes] I suspect you are going to like it.

DW: Besides Duke Nukem, what other titles have you worked on?

RR: Stargunner PC—Apogee/WizardWorks (a GT company); Shadow Warrior PC—3DR/GT; Blood, Plasma Pak, One Unit Whole Blood, and Blood 2: The Chosen; From Monolith/GT. That's about it. I won't mention the games that got a well-deserved pre-ship demise. That's always the toughest part. Killing a game that was a great idea, and didn't jell in one way or another.

DW: Would you consider yourself a gamer? What is your favorite genre?

RR: Hmm. A gamer? Pong unit in '73. Nope. That's not enough. Would playing my first online game at school on a paper-terminal time-shared from Dartmouth in '77 count? Yup. I'll admit it. I'm a gamer. Fine. Here goes: Rick Raymo is openly gamer. Feel better?!? Even worse...no 12 step program for me—I'm going to stick with it for life. Do I have to give you a favorite genre? Crap. That seems wrong. It would be more fun to tell you about the types of games I loath and why. How about my favorite few are: FPS-type-things (surprise!) single and DM, Platformers, Fighting Games (if you can block with AWAY), Competitive Puzzle Games, Adventures, RPG's, and EA's NHL Hockey series (a genre unto itself).

DW: Have you ever used a GameShark to complete Duke Nukem? (joking)

RR: Yup. Sure have. Weren't you guys named STD at some point? And how is the Discwasher business? (joking)

DW: Dreamcast...your feelings? Will it fly? Is 3DRealms and/or GT ready?

RR: Who the heck knows? My crystal ball is busted. The industry is naysaying. The retailers were absolutely loving it at E3. Overall, I think that whatever benefits (me!) the gamer is best. If there were three solid competing platforms vying for folks attention we'd all see better games. I hope it does well.

News

Tune In For Some Big Air And Some Big Games With INVERT '99, Vertical Sports Carnival

A vertical sports carnival, how can you go wrong with that? What's more, they've got videogames there! This will all be taking place November 19-21 at the Anaheim Convention Center. The show will feature bikes, skateboards and in-line skates in vert ramp, street course and dirt trails. Aside from the sports action, there'll be music, videos and the Technointeractivefantasyfunland, which is where all the videogaming action will be taking place. If you can't make it there in person, we highly suggest that you tune into Fox Sports Net on those dates, or even before then, for more information (check local listings). You can also hit the website www.invert99.com, and that'll give you some more good stuff.

Job Opening

Computer Game Hacker/ Product Support

InterAct Accessories, Inc.; world's largest manufacturer of gaming accessories is looking for an innovative individual for support of their product lines. Knowledge of Assembly/ C++ required, as well as an active interest in gaming. General duties to include hacking NINTENDO® 64, PlayStation and Dreamcast games, as well as testing codes, hardware and upgrade software. Competitive wages, benefits package and great expansion opportunity. Never thought you'd see an ad for this, eh? Email resumes to codeboy@gameshark.com or fax resume and cover letter to 410.785.5725 Attn: CodeBoy. No Phone Calls Please.

InterAct Is Action Packed And On The Road!

The i-Game World Tour '99 Xpo Is Going On Now, Where Are You?

So you didn't make it to E3 or any of the other videogame shows, that doesn't matter anymore. A bunch of developers, magazines and retailers got together to bring you the i-Game World Tour Game Xpo! This means that all the hottest new games, peripherals and gaming technology is coming to your town, very soon. You'll play the highly anticipated, upcoming releases from Activision, InterPlay, Lucas Arts, Sierra, GT Interactive, Dynamix, EA, Psygnosis, and a bunch of others. So get out and get the inside scoop on what's coming your way. Tickets are free, and the tour dates are:

August 9-12 - Orlando Square/Springhill Mall - Chicago
August 12-15 - Union Station Mall - St. Louis
August 17-18 - Aurora Mall - Denver
August 20-22 - Metro Center Mall - Phoenix
August 23-25 - Brea Mall - Los Angeles
August 27-29 - Sun Valley Mall - San Francisco
August 30-31 - Oakridge Mall - San Jose
September 2-3 - Clackamas Mall - Portland
September 4-5 - Northgate Mall - Seattle

THE BIGWAVE

Ride The Wave!

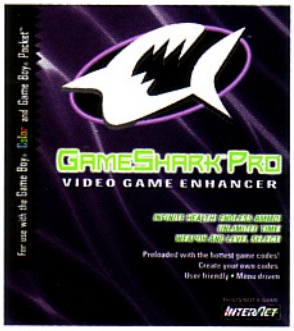
Here's your big chance to increase the performance of your new PlayStation GameShark Pro and give yourself an edge in gameplay with the Big Wave CD-ROM*! This performance enhancing CD is drowning in features such as:

- Exclusive code updates!
- Superfly enhanced game saves!
- New, updated software features for your

GameShark Pro! (and GameSharks 2.0 and up) FREE technical updates! (if needed) Super-secret programmer's cheats! (We break all the Easter Eggs)

The only thing you must do is send $16 (for 4 CDs) to InterAct with your return address and get your hands on a value worth more than a lifeboat on the Titanic!

**The Big Wave CD-ROM will function with PlayStation GameShark Pro and GameShark V2.0 and higher only.*



Upgrade To The Pros

Finally. After months of development, the final piece of the GameShark Pro family has arrived. Introducing the GameShark Pro for the Game Boy Color, Game Boy Pocket and the Game Boy.

The new and improved GameShark Pro comes preloaded with more GameShark codes and gives you access to new levels, weapons and characters in many Game Boy games, plus you now have the ability to produce and store your custom made codes with the Code Generator. The GameShark Pro is definitely the game enhancer you need for your Game Boy unit.

But suppose you already own a previous GameShark version and you want the GameShark Pro. Don't worry, InterAct is offering you a chance to UPGRADE to the GameShark Pro. All you have to do is send your current GameShark along with a check or money order worth $20.00 to:

Game Boy GS Upgrade
InterAct Accessories
ATTN: Customer Service
10999 McCormick Road
Hunt Valley, MD 21031

And we'll send you a new GameShark Pro. Please allow 2-4 weeks for delivery. Offer ends October 1, 1999

Attention GameShark Consumers!

Due to low demand, InterAct will no longer offer upgrades for PlayStation GameShark versions 1.99 or lower as of October 1, 1999.

Until then, if you want to upgrade your unit, send your old GameShark, along with your name, address and phone number to:

InterAct Accessories
ATTN: PSX GS UPGRADE
10999 McCormick Road
Hunt Valley, MD 21031

Hackers Heaven

Learn How To Hack Like A Pro, From The Pros

Needless to say, I've come a long way with hacking since Super NES and Sega Genesis. Over the years, I've received many, various questions from aspiring code hackers, as well as seasoned veterans. However, there's one question that seems to keep popping up: "Why do I have to keep upgrading my GameShark to the newest version?" The answer to that question is really quite simple. You don't "HAVE" to upgrade your GameShark at all! If you can stand to have the old, out-dated, knuckle-dragging GameMinnow, that's fine with me. New programming techniques developed in games simply make the GameShark incompatible with certain titles, forcing InterAct to tweak the GameShark. Therefore, if you want the most up-to-date GameShark, with the most powerful software and features, upgrading is necessary and FREE! New, updated features... that's all I have to say about that! I think my favorite GS version (next to the GameShark Pro, of course) is the V1.7. Simple interface, loaded with the classic codes, there haven't been many versions like it. As a matter of fact, I think there are even X-Com UFO Defense codes in that one! GameShark, the evolutionary wonder that it is, has come a long way over the years. Now you can create your own codes with the Built-in Code Generator on the GameShark Pro, imagine that! Now my job is nearly pointless! Granted, there is only one man that can match my hacking powers, but I won't mention any names!

Stay on top of every situation by keeping your GameShark updated to the newest version. "How do I upgrade my GameShark," you say? There are a few simple ways to do this. One, call Consumer Services (410-785-4064) and have a representative direct you. Two, go online, send an email to upgrades@gameshark.com. PlayStation GameShark Pro owners can upgrade online using a PC Comms-link, printer port on a PC and the software from our webpage. The Nintendo® 64 GameShark/GameShark Pro must be sent to our Consumer Services Department in order to be upgraded to the newer version. And remember all upgrading services provided by InterAct are totally FREE!

...Be sure to tune in next month. Until then, ABUSE THE POWER...or something like that!

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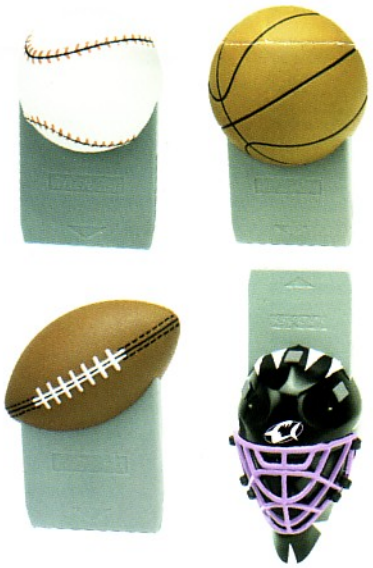

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If you own stuff that plugs in and you need some accessories, or you need some more stuff that plugs in to further enhance the stuff you already have plugged in, you need to get on the Internet and call up www.recotondirect.com. This handy website offers overstock, factory refurbishes and discontinued electronics at some rather low prices. And now we move into a brief run-down of some of the various, specifics of what you can expect to find: Jensen® car, home and multimedia audio, Advent® multimedia speakers, Phase Linear® car audio, Acoustic Research home audio, Hitachi® home audio, InterAct® PC controllers, Sole Control® TV remotes, as well as phone accessories and replacement batteries, along with various other electronics. So you see, these brands speak volumes beyond what simple explanations could say. So put down this delightful publication and go to www.recotondirect.com for some really sweet deals. Thank you for your time, we now bring you back into the babbling and such.

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To purchase any of these exciting accessories, see our order form on page 11.

Back Issues

The ultimate source for hard-to-find codes.

Don't let the "resident villain" in town get the best of you before you can get the codes to take him down! Order the entire Dangerous Waters collection at the amazing price of $2.00/Issue.

Issue #1	Legend has it that it still exists!
Issue #2	Codes for Toshinden, The Horde, NBA Jam, MK3, Krazy Ivan
Issue #3	Codes for Cybersled, Resident Evil, Agile Warrior, Iron Storm, Virtua Fighter 2
Issue #4	Codes for Road Rash, DarkStalkers, In the Hunt, Twisted Metal, Descent
Issue #5	Codes for Alien Trilogy, Primal Rage, Bogey Dead 6, Tekken 2, Virtua Fighter Kids
Issue #6	Sorry! We didn't publish any codes this issue, except for Dark Forces, Fighting Vipers, Jet Moto, Final Doom, Sonic 3-D, Blast, NFL '97, Twisted Metal
Issue #7	Codes for Andretti Racing, Madden '97, Soviet Strike, King's Field 2, MK Trilogy, Rally Cross, Area 51
Issue #8	Codes for Reloaded, Brahma Force, Formula One, Mech Warrior 2
Issue #9	Codes for Ridge Racer, NBA Live '97, Psychic Force, Tenka, Contra, Battle Stations and Andretti Racing
Issue #10	Codes for FFVII, Need For Speed II, Porsche Challenge, GameDay '98, Soul Blade, Manx TT Superbike, Warcraft II and Top Gear Rally
Issue #11	Promise you'll buy a GameShark T-shirt and I'll let you have this one! Bushido Blade, Colony Wars, Nightmare Creature, Last Bronx, Resident Evil, GoldenEye, Duke Nukem 64
Issue #12	Codes for MRC, San Francisco Rush, Wave Race 64, Alundra, NBA Live '98, Parappa the Rapper
Issue #13	Codes for Resident Evil 2, NBA In The Zone 2, Bomberman 64, WCW vs. NWO, Skull Monkeys, Resident Evil
Issue #14	Codes for Rain Man, Pickle, Solid Gold Dancers
Issue #15	Codes for Quest 64, Gran Turismo, MK4, Tekken 3
Issue #16	Codes for Madden '99, Batman and Robin, Toca Championship Racing, Gex 64, Turok Dinosaur Hunter V1.1
Issue #17	We're back! And look who came along for the ride: Akuji: The Heartless, Bomberman World, Metal Gear Solid v1.1, Parasite Eve, Madden 64, Yoshi's Story
Issue #18	Codes for Contender, R-Types, Silent Hill, WCW/NWO Thunder, Fox College Sports Hoops '99, WCW Nitro
Issue #19	Codes for Army Men 3D, Dead In The Water, Need For Speed: High Stakes, Beetle Adventure Racing, California Speed, Vigilante 8

- **See page 11 to order.**
- **Be sure to include the issue number you wish to receive.**

GameShark Merchandise

The only place to buy official GameShark gaming merchandise.

We tried to write a theme song like Old Navy's, but sharks don't sing that well. Still, here goes: "GameShark, GameShark—T-shirts from InterAct!"

• 100% Cotton • Embroidered Logo •

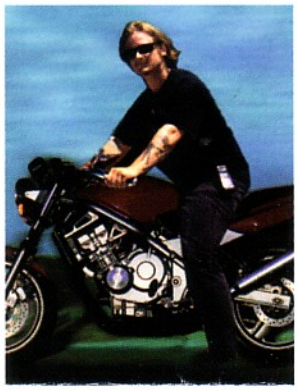
CODES
plays tation

Ape Escape

Have All Gagets d00f51c40003
Have All Gagets 300f51c400ff
Infinite Air 800f4dc80258
Infinite Health 800ec2c80005
Infinite Lives 800f448c0063

Bloody Roar 2

Infinite Health P1 Only 80178a5c0100
Infinite Health P1 Only 80178a5e3211
Infinite Health P1 Only 80178a64000d
Infinite Health P1 Only 80178a661020
Infinite Health P2 Only 80178a5c0100
Infinite Health P2 Only 80178a5e3211
Infinite Health P2 Only 80178a64000d
Infinite Health P2 Only 80178a661420



Start On Lap 3
80026234c000
for Castrol Honda: Superbike Racing

Castrol Honda: Superbike Racing

Always Low Timer 8002bb8a2400
Start On Lap 3 ..... 80026234c000
Start On Lap 3 ..... 800262360c07
Start On Lap 3 ..... 801f00000002
Start On Lap 3 ..... 801f00021e40
Start On Lap 3 ..... 801f00040000
Start On Lap 3 ..... 801f00062401
Start On Lap 3 ..... 801f00080003
Start On Lap 3 ..... 801f000a2421
Start On Lap 3 ..... 801f000c0008
Start On Lap 3 ..... 801f000e03e0
Start On Lap 3 ..... 801f00100144
Start On Lap 3 ..... 801f0012a201

Centipede

Infinite Lives Adventure Mode 800b99f80004
Infinite Lives Arcade Mode 80095dcc0003

Circuit Breakers

Night Time Mode 800a6d0c0001
Race Upside Down 800a6e280001

Disney's Tarzan

99 Coins 80059d6c0063
Infinite Health 800a51ca00ff
Infinite Lives 30059d6a0005
TARZAN and Sketch 80059d3c7f0f

Driver

Infinite Damage 8009aee00000
Infinite Time 800c6e660001
Infinite Time 800c6e640000
Low Felony Meter 800973c80000

Evil Zone

Disable P1 ..... 300A83760000
Disable P1 ..... 300A83780000
Disable P2 ..... 300A83770000
Disable P2 ..... 300A83790000
Unlock All Extras 800A83DEFFFF
Unlock All Extras 800A83e0FFFF
Unlock All Extras 800A8302FFFF
Unlock All Extras 800A83e4FFFF

Fifth Element

Extra Health d0060b2c8385
Extra Health 80060b2c8387
Extra Health d0060b608385
Extra Health 80060b608387
Extra Health d00526aa0c01
Extra Health 800526aa2400

Fighter Maker

Infinite Health P1 ..... 801e2230c800
Infinite Health P2 ..... 801e2234c800

GTA London 1969

Infinite Lives 800813de2400
No Cops 8002be080000
Press R1 & Select For Weapons d003c5280801
Press R1 & Select For Weapons 500004010000
Press R1 & Select For Weapons 3002bf7d0063
Press R2 & Select For Key d003c5280201
Press R2 & Select For Key 8002bf8a0001

Guilty Gear

Hit Your Opponent Anywhere On The Screen
..... 800319e22400

Lunar-Silver Star Story Complete

1 Exp. To Next Level (Alex) 801dbffc0001
1 Exp. To Next Level (Alex) 801dbffe0000
1 Exp. To Next Level (Ghaleon) 801dc1bc0001
1 Exp. To Next Level (Ghaleon) 801dc1be0000
1 Exp. To Next Level (Jessica) 801dc07c0001
1 Exp. To Next Level (Jessica) 801dc07e0000
1 Exp. To Next Level (Kyle) 801dc0fc0001
1 Exp. To Next Level (Kyle) 801dc0fe0000
1 Exp. To Next Level (Laike) 801dc1fc0001
1 Exp. To Next Level (Laike) 801dc1fe0000
1 Exp. To Next Level (Luna) 801dc13c0001
1 Exp. To Next Level (Luna) 801dc13e0000
1 Exp. To Next Level (Mia) 801dc0bc0001
1 Exp. To Next Level (Mia) 801dc0be0000
1 Exp. To Next Level (Nash) 801dc03c0001
1 Exp. To Next Level (Nash) 801dc03e0000
1 Exp. To Next Level (Ramus) 801dc17c0001
1 Exp. To Next Level (Ramus) 801dc17e0000
Infinite Health In Battle (All Characters)
..... 800306600055
Infinite HP (Alex) 801dbfc003e7
Infinite HP (Ghaleon) 801dc18003e7
Infinite HP (Jessica) 801dc04003e7
Infinite HP (Kyle) 801dc0c003e7
Infinite HP (Laike) 801dc1c003e7
Infinite HP (Luna) 801dc10003e7
Infinite HP (Mia) 801dc08003e7
Infinite HP (Nash) 801dc00003e7
Infinite HP (Ramus) 801dc14003e7
Infinite Magic In Battle (All Characters)
..... 8002e7e62400
Infinite Money 801dc37c967f
Infinite Money 801dc37e0098
Infinite MP (Alex) 801dbfc403e7
Infinite MP (Ghaleon) 801dc18403e7
Infinite MP (Jessica) 801dc04403e7
Infinite MP (Kyle) 801dc0c403e7
Infinite MP (Laike) 801dc1c403e7
Infinite MP (Luna) 801dc10403e7
Infinite MP (Mia) 801dc08403e7
Infinite MP (Nash) 801dc00403e7
Infinite MP (Ramus) 801dc14403e7
Instant Level Up To 99 ..... 800282ce2400
Max # Attack (Alex) 301dbfd200ff
Max # Attack (Ghaleon) 301dc19200ff
Max # Attack (Jessica) 301dc05200ff
Max # Attack (Kyle) 301dc0d200ff
Max # Attack (Laike) 301dc1d200ff
Max # Attack (Luna) 301dc11200ff
Max # Attack (Mia) 301dc09200ff
Max # Attack (Nash) 301dc01200ff
Max # Attack (Ramus) 301dc15200ff
Max Agility (Alex) 801dbfcc03e7
Max Agility (Ghaleon) 801dc18c03e7
Max Agility (Jessica) 801dc04c03e7
Max Agility (Kyle) 801dc0cc03e7
Max Agility (Laike) 801dc1cc03e7
Max Agility (Luna) 801dc10c03e7
Max Agility (Mia) 801dc08c03e7
Max Agility (Nash) 801dc00c03e7
Max Agility (Ramus) 801dc14c03e7
Max Attack (Alex) 801dbfc803e7
Max Attack (Ghaleon) 801dc18803e7
Max Attack (Jessica) 801dc04803e7
Max Attack (Kyle) 801dc0c803e7
Max Attack (Laike) 801dc1c803e7
Max Attack (Luna) 801dc10803e7
Max Attack (Mia) 801dc08803e7
Max Attack (Nash) 801dc00803e7
Max Attack (Ramus) 801dc14803e7
Max Defense (Alex) 801dbfca03e7
Max Defense (Ghaleon) 801dc18a03e7
Max Defense (Jessica) 801dc04a03e7
Max Defense (Kyle) 801dc0ca03e7
Max Defense (Laike) 801dc1ca03e7
Max Defense (Luna) 801dc10a03e7
Max Defense (Mia) 801dc08a03e7
Max Defense (Nash) 801dc00a03e7
Max Defense (Ramus) 801dc14a03e7
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Max HP (Nash) 801dc00203e7
Max HP (Ramus) 801dc14203e7
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Max Luck (Ghaleon) 301dc19d00ff
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Max Luck (Kyle) 301dc0dd00ff
Max Luck (Laike) 301dc1dd00ff
Max Luck (Luna) 301dc11d00ff
Max Luck (Mia) 301dc09d00ff
Max Luck (Nash) 301dc01d00ff
Max Luck (Ramus) 301dc15d00ff
Max Magic En (Alex) 801dbfd003e7
Max Magic En (Ghaleon) 801dc19003e7
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Max Magic En (Kyle) 801dc0d003e7
Max Magic En (Laike) 801dc1d003e7
Max Magic En (Luna) 801dc11003e7
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Max Magic En (Nash) 801dc01003e7
Max Magic En (Ramus) 801dc15003e7
Max MP (Alex) 801dbfc603e7
Max MP (Ghaleon) 801dc18603e7
Max MP (Jessica) 801dc04603e7
Max MP (Kyle) 801dc0c603e7
Max MP (Laike) 801dc1c603e7
Max MP (Luna) 801dc10603e7
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Max MP (Ramus) 801dc14603e7
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Max Range (Ghaleon) 301dc19300ff
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Max Range (Kyle) 301dc0d300ff
Max Range (Laike) 301dc1d300ff
Max Range (Luna) 301dc11300ff
Max Range (Mia) 301dc09300ff
Max Range (Nash) 301dc01300ff
Max Range (Ramus) 301dc15300ff
Max Wisdom (Alex) 801dbfce03e7
Max Wisdom (Ghaleon) 801dc18e03e7
Max Wisdom (Jessica) 801dc04e03e7
Max Wisdom (Kyle) 801dc0ce03e7
Max Wisdom (Laike) 801dc1ce03e7
Max Wisdom (Luna) 801dc10e03e7
Max Wisdom (Mia) 801dc08e03e7
Max Wisdom (Nash) 801dc00e03e7
Max Wisdom (Ramus) 801dc14e03e7

Hit Your Opponent Anywhere On The Screen
8008790e2400
for Mortal Kombat Trilogy

Mortal Kombat Trilogy

Hit Your Opponent Anywhere On The Screen
..... 8008790e2400
Hit Your Opponent Anywhere On The Screen
..... 8008795a2400

Point Blank 2

P1 Infinite Lives 800bd4e80003
P2 Infinite Lives 800bd4ea0003

Resident Evil 2 Dual Shock (Claire)

Extreme Battle Mode With All Characters
..... d00cfb2e0000
Extreme Battle Mode With All Characters
..... 300cfb2f0001
Extreme Battle Mode With All Characters
..... 800cfb500200

Resident Evil 2 Dual Shock (Leon)

Extreme Battle Mode With All Characters
..... d00cfb760000
Extreme Battle Mode With All Characters
..... 300cfb770001
Extreme Battle Mode With All Characters
..... 800cfb980200

Rollcage

All Extras Enabled 80010d30ffff

Shadow Madness

Infinite HP Clementt 8010b60203e7
Infinite HP Clementt 8010b60403e7
Infinite HP Harv-5 ..... 8010b5c403e7
Infinite HP Harv-5 ..... 8010b5c603e7
Infinite HP Jirina 8010b50a03e7
Infinite HP Jirina 8010b50c03e7
Infinite HP Stinger 8010b58603e7
Infinite HP Stinger 8010b58803e7
Infinite HP Windleaf 8010b4cc03e7
Infinite HP Windleaf 8010b4ce03e7
Infinite HP Xero 8010b54803e7
Infinite HP Xero 8010b54a03e7
Infinite MP Clementt 8010b60603e7
Infinite MP Clementt 8010b60803e7
Infinite MP Harv-5 ..... 8010b5c803e7
Infinite MP Harv-5 ..... 8010b5ca03e7
Infinite MP Jirina 8010b50e03e7
Infinite MP Jirina 8010b51003e7
Infinite Mp Stinger 8010b58a03e7
Infinite Mp Stinger 8010b58c03e7
Infinite MP Windleaf 8010b4d003e7
Infinite MP Windleaf 8010b4d203e7
Infinite MP Xero 8010b54c03e7
Infinite MP Xero 8010b54e03e7

Soul Blade - Greatest Hits

All Weapons G2.2 500014020000
All Weapons G2.2 ..... 800ea500ffff
Infinite Health P1 ..... 800c017a00f0
Infinite Health P2 ..... 800c30b200f0
Infinite Power Moves P1 ..... 800c02d60060
Infinite Power Moves P2 ..... 800c320e0060
Low Health P1 ..... 800c017a0000
Low Health P2 ..... 800c30b20000
No Power Moves P1 ..... 800c02d60000
No Power Moves P2 ..... 800c320e0000

Star Ocean: The Second Story

1st Position Max Skill Levels d002b54c0001
1st Position Max Skill Levels 50002e010000
1st Position Max Skill Levels 3009b965000a
1st Position Super Stats c002b54c0001
1st Position Super Stats 500005060000
1st Position Super Stats 8009a9ea270f
1st Position Super Stats 3009aa0800ff
2nd Position Max Skill Levels d002b54c0001
2nd Position Max Skill Levels 50002e010000
2nd Position Max Skill Levels 3009ba35000a
2nd Position Super Stats d002b54c0001
2nd Position Super Stats 500005060000
2nd Position Super Stats 8009aa4a270f
2nd Position Super Stats 3009aa6800ff
3rd Position Max Skill Levels d002b54c0001
3rd Position Max Skill Levels 50002e010000
3rd Position Max Skill Levels 3009bb05000a
3rd Position Super Stats d002b54c0001
3rd Position Super Stats 500005060000
3rd Position Super Stats 8009aaaa270f
3rd Position Super Stats 3009aac800ff
4th Position Max Skill Levels d002b54c0001
4th Position Max Skill Levels 50002e010000
4th Position Max Skill Levels 3009bbd5000a
4th Position Super Stats d002b54c0001
4th Position Super Stats 500005060000
4th Position Super Stats 8009ab0a270f
4th Position Super Stats 3009ab2800ff
Enable Code (MUST BE ON) c10000000000
Enable Code (MUST BE ON) d0061ca40010
Enable Code (MUST BE ON) 80061cac0004
Enable Code (MUST BE ON) d0061ca40010
Enable Code (MUST BE ON) 80061caeac62
Enable Code (MUST BE ON) d0061ca40010
Enable Code (MUST BE ON) 80061cb00001
Enable Code (MUST BE ON) d0061ca40010
Enable Code (MUST BE ON) 80061cb22442
Enable Code (MUST BE ON) d0061ca40010
Enable Code (MUST BE ON) 80061cb4000c
Enable Code (MUST BE ON) d0061ca40010
Enable Code (MUST BE ON) 80061cb6ac62
Enable Code (MUST BE ON) d0061ca40010
Enable Code (MUST BE ON) 80061cb80001
Enable Code (MUST BE ON) d0061ca40010
Enable Code (MUST BE ON) 80061cbA2442
Enable Code (MUST BE ON) d0061ca40010
Enable Code (MUST BE ON) 80061cbc0008
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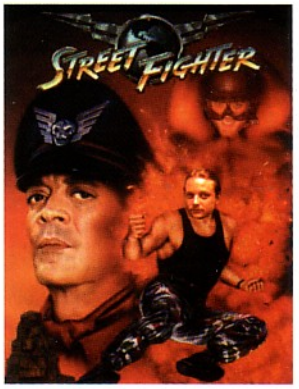
Enable Code (MUST BE ON) d0061ca40010
Enable Code (MUST BE ON) 80061cc00009
Enable Code (MUST BE ON) d0061ca40010
Enable Code (MUST BE ON) 80061cc21000
Enable Code (MUST BE ON) d0061ca40010
Enable Code (MUST BE ON) 80061cc40010
Enable Code (MUST BE ON) d0061ca40010
Enable Code (MUST BE ON) 80061cc6ac60
Infinite FOL 8009bfb0c9ff
Infinite FOL 8009bfb23b9a
Infinite SP All Characters 8007ea962400
Save Anywhere 800746280001



Max Guard Bar P1
801944c00050
for Street Fighter Alpha 3

Street Fighter Alpha 3

1-Hit Death P1 ..... d01943100090
1-Hit Death P1 801943100001
2-Hit Death P2 ..... d01947580090
2-Hit Death P2 801947580001
Infinite Health P1 801943100090
Infinite Health P2 801947580090
Max Guard Bar P1 ..... 801944c00050
Max Guard Bar P2 801949080050
Max Power Bar P1 801944020090
Max Power Bar P2 ..... 8019484a0090

Street Fighter Collection 2

Infinite Health P1 ..... 8016bea80090
Infinite Health P1 ..... 8016beaa0090
Infinite Health P2 ..... 8016c1b00090
Infinite Health P2 ..... 8016c1b20090

Tekken 2

Hit Your Opponent Anywhere On The Screen
..... 80062fe62400
Hit Your Opponent Anywhere On The Screen
..... 80062fe62400

Tekken 3

Hit Your Opponent Anywhere On The Screen
..... 800477862400
Hit Your Opponent Anywhere On The Screen
..... 800477f62400
Hit Your Opponent Anywhere On The Screen
..... 80047ba22400

Extra Tracks
500014020000
for Test Drive 5

Test Drive 5

Extra Cars 50000a020000
Extra Cars 8009db560202
Extra Tracks 500014020000
Extra Tracks 8009db720202

Tomb Raider 3

All Items/Weapons/Inf Ammo 800974f80015
All Items/Weapons/Inf Ammo 500014040054

All Items/Weapons/Inf Ammo 800975306784
All Items/Weapons/Inf Ammo 500014040000
All Items/Weapons/Inf Ammo 800975320009
All Items/Weapons/Inf Ammo d0095ee40800
All Items/Weapons/Inf Ammo 500007040000
All Items/Weapons/Inf Ammo 800992080300
All Items/Weapons/Inf Ammo 500007020000
All Items/Weapons/Inf Ammo 800975160300
All Items/Weapons/Inf Ammo 8009758072ac
All Items/Weapons/Inf Ammo 800975820009

Wargames

All Levels 500007020000
All Levels 800aa8140101
All Levels 500007020000
All Levels 800aa8440101

Warzone 2100

Have Almost All Un-Researched Base Tech 500081010000
Have Almost All Un-Researched Base Tech 3012F4A00080
Infinite Build Units 800DC3500000
Infinite Power 8014CE94967F
Infinite Power 8014CE960098
Power Never Decreases 8006fe0e2400

A Bug's Life

All Enemies Killed 811e1a260000
Always Have Super Jump 811e1a280020
Have All FLIK 801e1a3a000f
Infinite Health 811e1a2e0004
Infinite Lives 801e1a380009
Max Grain 801e1a390032
Start with Goldberry 811e1a2e0003
Unlock All Levels 81099150000f

Bust-A-Move 99

Ceiling Never Drops P1 .....810ecdee0000
Ceiling Never Drops P2 .....810ecede0000
Ceiling Never Drops P3 811588460000
Ceiling Never Drops P4 811589740000
Infinite Time To Set Pieces P1 .....810ece2c0000
Infinite Time To Set Pieces P2 .....810ecf1c0000
Infinite Time To Set Pieces P3 811588840000
Infinite Time To Set Pieces P4 811589360000
P1 Always Gets Bubbles 800ece590007
P1 Never Gets Bubbles 800ece590000
P2 Always Gets Bubbles 800ecf490007
P2 Never Gets Bubbles 800ecf490000
P3 Always Gets Bubbles 801588b10007
P3 Never Gets Bubbles 801588b10000
P4 Always Gets Bubbles 801589a10007
P4 Never Gets Bubbles 801589a10000

California Speed

Always Place 1st 80151c010000

Command & Conquer

Inf. Cash Brotherhood Of Nod 800c50ae00ff
Inf. Cash Global Def. 800c4f0600ff

Fighting Force 64

Infinite Lives P1 .....800ce0f30003
Infinite Lives P2 .....800ce0f70003
Infinite Pistol Ammo 8106006c2400
Infinite Rocket Launcher Ammo 810601302400
Infinite Shotgun Ammo 810601d82400

Ken Griffey Jr's Slugfest

1 Ball And You Walk d021ac470000
1 Ball And You Walk 8021ac470003
1 Out And You Are Out d021ac410000
1 Out And You Are Out 8021ac410002
1 Strike And You Are Out d021ac480000
1 Strike And You Are Out 8021ac480002
2 Balls And You Walk d021ac470000
2 Balls And You Walk 8021ac470002
2 Outs And You Are Out d021ac410000
2 Outs And You Are Out 8021ac410001
2 Strikes And You Are Out d021ac480000
2 Strikes And You Are Out 8021ac480001
3 Balls And You Walk d021ac470000
3 Balls And You Walk 8021ac470001
Away Team Scores 0 .....80104e5d0000
Away Team Scores 50 .....80104e5d0032
Home Team Scores 0 .....80104e5c0000
Home Team Scores 50 .....80104e5c0032
Infinite Balls 8021ac470000
Infinite Strikes 8021ac480000
Master Code (Must Be On) de0616000000

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